

Application No. 09/657,154
Amdt. Dated August 20, 2003
Reply to Office Action of March 20, 2003

✓ This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim 1. (currently amended) A game apparatus operated by motions of a game player opposed to a display screen, comprising:

~~a light emitter~~ an operation device to be operated by the game player, to be moved, and emitting configured to emit light;

a position detector for detecting light from the light emitter operation device at predetermined intervals to detect a trace of the operation device moved by the game player, the trace being made by connecting successive spatial position positions of the light emitter at each of a the plurality of positions as it moves through a defined spatial area operation device; and

a control unit for controlling a game, based on the spatial position trace of the operation device, detected by the position detector.

Claim 2. (currently amended) A game apparatus operated by motions of a game ~~players~~ player opposed to a display screen, comprising:

a light emitter to be disposed at a prescribed position and for emitting light;

~~a light detector~~ an operation device to be operated by the game player, to be moved, and configured to detecting detect light;

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a position detector for detecting light from the light emitter at predetermined intervals to detect a trace of the operation device moved by the game player, the trace being made by connecting successive spatial position positions of the light detector at each of a plurality of positions as it moves through a defined spatial area the operation device; and

a control unit for controlling ~~the~~ a game, based on the ~~spatial position~~ trace of the operation device, detected by the position detector.

Claims 3-5 (Withdrawn)

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Claim 6. (currently amended) A game apparatus operated by motions of a game player opposed to a display screen, comprising:

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an operation device, including an operation unit to be operated by the game player to be moved, and connected by a flexible cable to a signal unit for transmitting or receiving a position signal;

a position detector for receiving or transmitting the position signal from or to a signal unit of the operation device at predetermined intervals to detect a trace of the operation device moved by the game player, the trace being made by connecting successive spatial position positions of the operation device at each of a plurality of positions as it moves through a defined spatial area; and

a control unit for controlling a game, based on the ~~spatial position~~ trace of the operation device, detected by the position detector.

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Claim 7. (currently amended) A game apparatus according to any one of claims 1, 2 or 6, wherein

a command display for commanding a prescribed operation to the game player is configured to be presented on the display screen; and

the control unit is configured to ~~judges~~ judge whether or not the game player has operated in accordance with the prescribed operation commanded by the command display, and controls the game, based on a ~~judgement~~ judgment result.

Claim 8. (currently amended) A game apparatus according to claim 7, wherein

on the display screen, a plurality of positions to which the game player can respond are configured to be displayed, and a command mark ~~appears~~ is configured to appear at a preset appearance position and ~~moved~~ to move to one of said plurality of positions; and

the control unit is configured to ~~judges~~ judge at a timing that the command mark arrives at said one of the positions whether or not the game player has responded to said one of the positions.

Claim 9. (previously presented) A game apparatus according to claim 8, wherein

the command mark contains a command of a specific operation;

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the control unit judges at a timing that the command mark arrives at said one of the positions whether or not the game player has responded as commanded.

Claim 10. (currently amended) A game apparatus according to claim 8, wherein

the ~~light emitter is provided on the~~ operation device is to be operated by the game player in the game player's hand; and

said plurality of positions are configured to be displayed at locations where the game player can operate the control unit with himself positioned at the center.

Claim 11. (currently amended) A game apparatus according to claim 9, wherein

the ~~light emitter is provided on the~~ operation device is to be operated by the game player in the game player's hand; and

said plurality of positions are configured to be displayed at locations where the game player can operate the control unit with himself positioned at the center.

Claim 12. (currently amended) A game apparatus according to claim 8, wherein

the light emitter is configured to be put on a part of the body of the game player; and

said plurality of positions are configured to be displayed at locations where the game player can operate the control unit with himself at the center.

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Claim 13. (currently amended) A game apparatus according to claim 9,
wherein

the light emitter is configured to be put on a part of the body of the game
player; and

said plurality of positions are configured to be displayed at locations where
the game player can operate the control unit with himself at the center.

Claim 14. (currently amended) A game apparatus according to claim 10,
wherein

the operation device has a shape of a percussion musical instrument which is
operated, gripped in the hand, and further comprises a vibration detector for detecting
a vibrated state of the operation device; and

the control unit is configured to control the game in accordance with
at least one of a position of the operation device and the vibrated state of the operation
device.

Claim 15. (currently amended) A game apparatus according to claim 11,
wherein

the operation device has a shape of a percussion musical instrument which is
operated, gripped in the hand, and further comprises a vibration detector for detecting
a vibrated state of the operation device; and

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the control unit ~~is configured to controls~~ control the game in accordance with at least one of a position of the operation device and the vibrated state of the operation device.

Claim 16. (currently amended) A game apparatus according to claim 7, wherein

on the display screen, a plurality of positions to which the game player can respond are configured to be displayed, and a command mark ~~appears~~ is configured to appear at a preset appearance position and ~~moved to move~~ to one of said plurality of positions; and

the control unit ~~judges~~ is configured to judge at a timing that the command mark arrives at said one of the positions whether or not the game player has responded to said one of the positions, and a ~~judgement~~ judgment result is displayed near the position of the appearance position.

Claim 17. (currently amended) A game apparatus according to claim 7, wherein

a plurality of game players operate, and a game is controlled based on ~~a level of agreement of the operation~~ respective levels of proficiency between the game players.

Claim 18. (currently amended) A game apparatus according to claim 7, wherein

a plurality of positions to which the game player can respond are configured to be displayed on the display screen; and

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the control unit ~~allocates~~ is configured to allocate operation sound to said plurality of positions, wherein the operation sound is different for each position.

Claim 19. (currently amended) A game apparatus according to claim 7, wherein

a plurality of positions to which the game player can respond are configured to be displayed on the display screen; and

the control unit is configured to temporarily ~~prohibits~~ prohibit an operation of responding to one selected position, and ~~displays~~ to display that responding to the one selected position is prohibited.

Claim 20. (currently amended) A game apparatus according to claim 1, wherein

~~the~~ a light emitter is provided in ~~an~~ the operation device operated by the game player in the hand or on a part of the body of the game player;

the position detector ~~detects~~ is configured to detect based on the detected trace of the operation device ~~spatial position of the light emitter~~ whether or not the game player has taken a specific pose and retained the pose for a prescribed period of time; and

the control unit ~~controls~~ is configured to control the game, based on a detected result of the pose.

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Claim 21. (previously presented) A game apparatus according to claim 8,
wherein

said plurality of positions are different from each other corresponding to a
height of the game player.

Claim 22. (currently amended) An input device used in a game apparatus
according to claim 1,

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the input device being configured to be operated by a game player and
including a light emitter which lights.

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Claim 23. (currently amended) An input device used in a game apparatus
according to claim 2,

the input device being configured to be operated by a game player and
including a light emitter which lights.

Claims 24-26 (Withdrawn)

Claim 27. (currently amended) An input device used in a game apparatus
according to claim 6,

the input device being configured to be operated by a game player and
including a light emitter which lights.

Claim 28. (currently amended) A game method, the method comprising:

emitting light with a ~~light emitter~~ an operation device operated by a game player;

detecting said light at a position detector at predetermined intervals to detect a trace of the operation device moved by the game player, the trace being made by connecting successive spatial position positions of said ~~light emitter~~ at each of a plurality of positions as it moves through a defined spatial area operation device; and

controlling the game based on the detected ~~spatial position~~ trace of the operation device.

Claim 29. (currently amended) A game method, the method comprising:

emitting light with a light emitter disposed at a prescribed position;

detecting said light at predetermined intervals with a ~~light detector~~ an operation device operated by a game player;

detecting a trace of the operation device moved by the game player, the trace being made by connecting successive spatial position positions of said ~~light detector~~ at each of a plurality of positions as it moves through a defined spatial area operation device; and

controlling the game based on the detected ~~spatial position~~ trace of the operation device.

Claims 30-32 (Withdrawn)

Claim 33. (currently amended) A game method, the method comprising:

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transmitting/receiving a position signal from an operation device including
an operation unit operated by a game player;

receiving/transmitting the position signal from or to a signal unit of the
operation device at predetermined intervals;

detecting a trace of the operation device moved by the game player, the trace
being made by connecting successive spatial position positions of the operation device
~~at each of a plurality of positions as it moves through a defined spatial area; and~~

controlling the game based on the detected ~~spatial position~~ trace of the
operation device.

Claims 34-36 (Withdrawn)

Claim 37. (currently amended) A game apparatus according to claim 7,
wherein

the operation device is configured to be operated by a game player, ~~is to be~~
held in the game player's hand, and has a shape like a percussion musical instrument,
and

the operation device includes a hit detector for detecting the game player's
hitting the operation device.

Claim 38. (currently amended) A game apparatus according to claim 7,
wherein

a plurality of positions to which the game player can respond is configured to be displayed on the display screen; and

the control unit ~~displays~~ is configured to display to which one of said plurality of positions the operation device corresponds.

Claim 39. (currently amended) A game apparatus according to claim 7, wherein

on the display screen, a plurality of positions to which the game player can respond is configured to be displayed, and a command mark ~~appears~~ is configured to appear at a preset appearance positions and ~~moves~~ to move to one of said plurality of positions; and

the control unit ~~judges~~ is configured to judge, at a timing that the command mark arrives at said one of said positions, whether or not the game player has responded to said one of said positions, and ~~displays~~ to display a ~~judgement~~ judgment result near said one of said positions.

Claim 40. (currently amended) A game apparatus according to claim 7, wherein

on the display screen, a plurality of positions to which the game player can respond is configured to be displayed, and a movement indication among plural ones of said positions is configured to be displayed; and

the control unit ~~judges~~ is configured to judge whether or not the game player has moved ~~the~~ a given operation device along the movement indication.

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Claims 41-43 (Withdrawn)

Claim 44. (currently amended) A game apparatus operated by game player motion, comprising:

an operation device to be operated by the game player; ~~and~~

a position detector for detecting a trace of the operation device moved by the game player, the trace being made by connecting successive spatial positions of the operation device; and

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a display unit for displaying game displays opposed to the game player,

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the display unit ~~displaying~~ being configured to display at a prescribed appearance position on the display screen at least two command marks indicating at least two operations different from each other in accordance with a rhythm of music, and ~~commanding~~ to command a prescribed position to which the operation device is to be moved.

Claim 45. (currently amended) A game apparatus operated by game player motion, comprising:

an operation device to be operated by the game player; ~~and~~

a position detector for detecting a trace of the operation device moved by the game player, the trace being made by connecting successive spatial positions of the operation device; and

a display unit for displaying game displays opposed to the game player,

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the display unit ~~displaying~~ being configured to display a prescribed position, and ~~displaying to display~~ at a prescribed appearance position on the display screen at least two command marks indicating at least two operations different from each other in accordance with a rhythm of music, and ~~indicating~~ to indicate a path from the prescribed appearance position to the prescribed position along which the game player is to move the operation device.

Claim 46. (currently amended) A game apparatus operated by game player motion, comprising:

an operation device to be operated by the game player; and

a position detector for detecting a trace of the operation device being moved by the game player, the trace being made by connecting successive spatial positions of the operation device; and

a display unit for displaying game displays opposed to the game player,

the display unit ~~displaying~~ being configured to display a plurality of positions, ~~displaying and to display~~ a plurality of different command marks at a prescribed appearance position on the game screen moving, in accordance with a rhythm of music, along a path to one of said plurality of positions, such that

when the command marks arrive at a selected position, the game player moves the operation device as commanded by the command marks.

Claim 47. (currently amended) A method for displaying a game operated by game player motion, the method comprising:

displaying on a display screen visible to said game player a plurality of command marks corresponding to movement of an operation device controlled by said game player, said command marks being displayed one by one from an initial display position in accordance with a rhythm of music, and

detecting a trace of the operation device being moved by the game player, the trace being made by connecting successive spatial positions of the operation device,

the command marks containing at least two operational commands different from each other, and an initial appearance direction thereof indicating a command of moving [[an]] the operation device to a prescribed position.

Claim 48. (currently amended) A method for displaying a game operated by game player motion, the method comprising:

displaying on a display device a prescribed position

displaying at a prescribed initial display position on said display device a plurality of command marks corresponding to movement of an operation device operated by said game player, said command marks initiating at said prescribed initial display position in accordance with rhythm of music and moved along a track to the prescribed position,

the command marks containing at least two or more operational commands different from each other, the movement track commands movement of an operation device to the prescribed position, and

detecting a trace of the operation device being moved by the game player, the trace being made by connecting successive spatial positions of the operation device.

Claim 49. (currently amended) A method for displaying a game operated by game player motion, the method comprising:

displaying on a display screen a plurality of positions corresponding to possible positions of an operation device operated by said game player,

displaying a plurality of different command marks at a prescribed initial appearance position in accordance with a rhythm of music, said plurality of command marks being moved along respective paths to respective selected positions,

commanding the game player to move in a prescribed manner in accordance with each of said command marks when said command marks arrive at said respective selected positions, and

detecting a trace of the operation device being moved by the game player, the trace being made by connecting successive spatial positions of the operation device.

Claim 50 (withdrawn)

Claim 51. (currently amended) A game apparatus operated by motions of a game player opposed to a display screen, comprising:

an operating means to be operated by the game player;

a position detector for detecting a trace of the operating means being moved by the game player, the trace being made by connecting successive spatial position

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positions of the operating means ~~at each of a plurality of positions as it moves through a~~
~~defined spatial area; and~~

Concl. a control unit for controlling a game, based on the detected trace of the
operating means ~~spatial position detected by the position detector.~~
